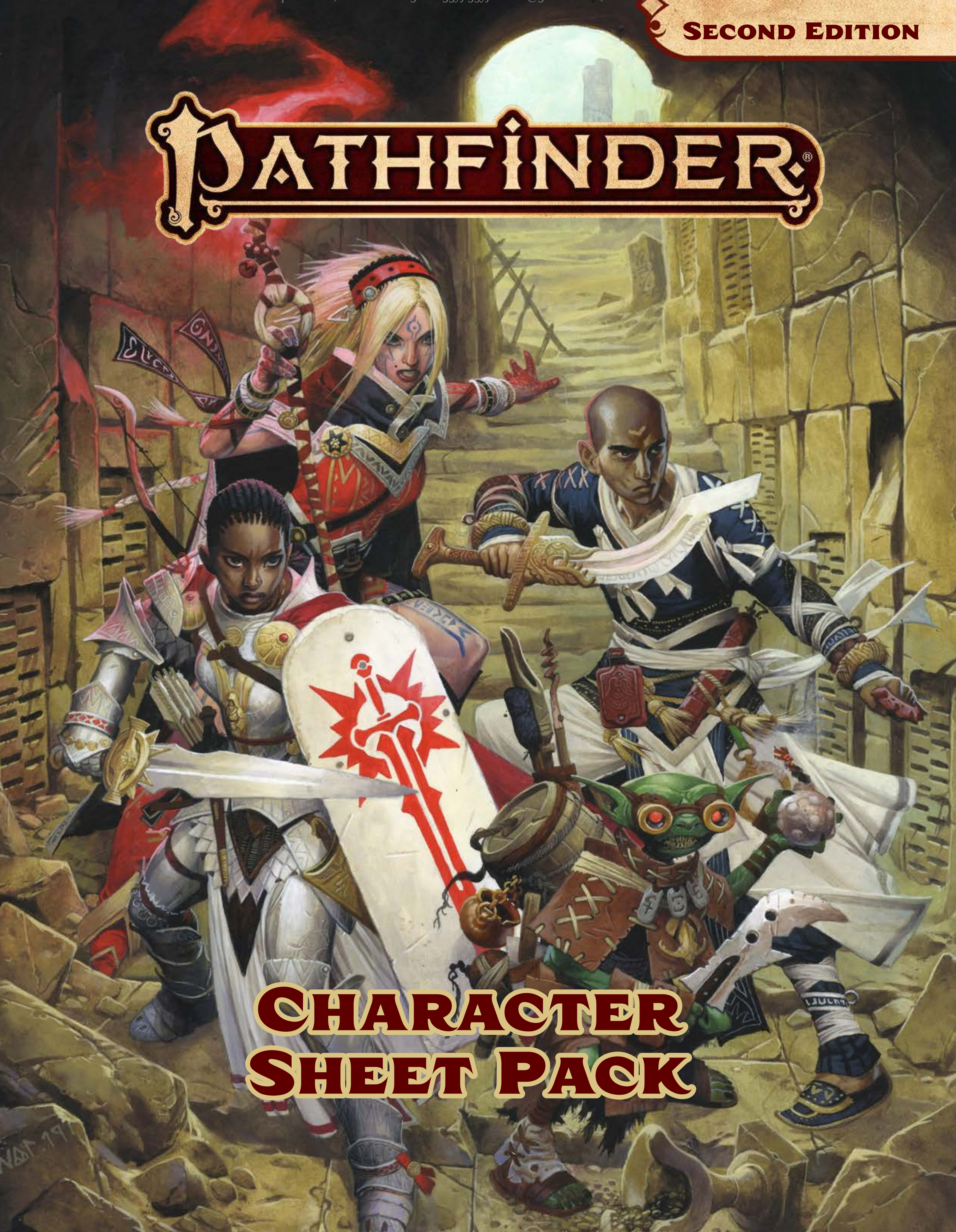


Second Edition

Pathfinder®

Character Sheet Pack

Pathfinder Character Sheet

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

Character Name
Player Name
Experience Points (XP)
Ancestry and Heritage
Background
Class
Size | Alignment | Traits
Deity
Level
Hero Points

Ability Scores

Modifier		Score
STR MODIFIER	STRENGTH SCORE	
DEX MODIFIER	DEXTERITY SCORE	
CON MODIFIER	CONSTITUTION SCORE	
INT MODIFIER	INTELLIGENCE SCORE	
WIS MODIFIER	WISDOM SCORE	
CHA MODIFIER	CHARISMA SCORE	

Class DC

= DC BASE 10 | KEY | PROF | T E M L | ITEM

Armor Class

AC = DC BASE 10 | DEX | CAP | OR | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

Hit Points

MAX | CURRENT | TEMPORARY | DYING | WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

Saving Throws

FORTITUDE: CON | PROF | ITEM | T E M L

REFLEX: DEX | PROF | ITEM | T E M L

WILL: WIS | PROF | ITEM | T E M L

NOTES

Perception

WIS | PROF | T E M L | ITEM

SENSES

Speed

FEET

MOVEMENT TYPES & NOTES

Melee Strikes

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | OTHER T E M L | OTHER T E M L

Skills

Skill	=	Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	=	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	=	INT	PROF	T E M L	ITEM	
ATHLETICS	=	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	=	INT	PROF	T E M L	ITEM	
DECEPTION	=	CHA	PROF	T E M L	ITEM	
DIPLOMACY	=	CHA	PROF	T E M L	ITEM	
INTIMIDATION	=	CHA	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
MEDICINE	=	WIS	PROF	T E M L	ITEM	
NATURE	=	WIS	PROF	T E M L	ITEM	
OCCULTISM	=	INT	PROF	T E M L	ITEM	
PERFORMANCE	=	CHA	PROF	T E M L	ITEM	
RELIGION	=	WIS	PROF	T E M L	ITEM	
SOCIETY	=	INT	PROF	T E M L	ITEM	
STEALTH	=	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	ITEM	
THIEVERY	=	DEX	PROF	T E M L	ITEM	ARMOR -

Languages

Ancestry Feats and Abilities

- SPECIAL 1ST
- HERITAGE 1ST
- FEAT 1ST
- FEAT 5TH
- FEAT 9TH
- FEAT 13TH
- FEAT 17TH

Skill Feats

- BACKGROUND
- 2ND
- 4TH
- 6TH
- 8TH
- 10TH
- 12TH
- 14TH
- 16TH
- 18TH
- 20TH

General Feats

- 3RD
- 7TH
- 11TH
- 15TH
- 19TH

Class Feats and Abilities

- FEATURE 1ST
- FEATURE 1ST
- FEAT 1ST
- FEAT 2ND
- FEATURE 3RD
- FEAT 4TH
- FEATURE 5TH
- FEAT 6TH
- FEATURE 7TH
- FEAT 8TH
- FEATURE 9TH
- FEAT 10TH
- FEATURE 11TH
- FEAT 12TH
- FEATURE 13TH
- FEAT 14TH
- FEATURE 15TH
- FEAT 16TH
- FEATURE 17TH
- FEAT 18TH
- FEATURE 19TH
- FEAT 20TH

Bonus Feats

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Free Actions and Reactions

NAME	FREE ACTION / REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

NAME	FREE ACTION / REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

Character Sketch

ETHNICITY	NATIONALITY	BIRTHPLACE	AGE	GENDER & PRONOUNS	HT	WT

APPEARANCE

Personality

ATTITUDE

BELIEFS

LIKES

DISLIKES

CATCHPHRASES

Party

CHARACTER	PLAYER	NOTES

Campaign Notes

DATE	DETAILS	STATUS

Campaign Notes

ALLIES	LOCATION

ENEMIES	LOCATION

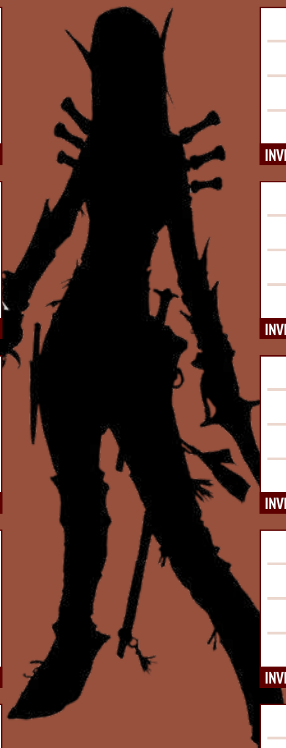
ORGANIZATIONS	LOCATION

Achievements

HIGHEST DAMAGE DEALT		MOST FOES IN ONE BATTLE	
HIGHEST CHECK TOTAL		MOST GP GAINED AT ONCE	
DEATHS		FARTHEST DISTANCE FALLEN	

STRONGEST FOE DEFEATED	
TITLES CLAIMED	

Worn Items



INVESTED ■ BULK

INVESTED ■ BULK

INVESTED ■ BULK

INVESTED ■ BULK

INVESTED ■ BULK

MAXIMUM 10 INVESTED ITEMS

TOTAL BULK

INVESTED ■ BULK

INVESTED ■ BULK

INVESTED ■ BULK

INVESTED ■ BULK

INVESTED ■ BULK

Coins

CP SP GP PP

STORED MONEY

LOCATION

Gems and Art Objects

ITEM	PRICE	BULK
TOTALS		

Holdings and Assets

	PRICE

Permanent Items

HELD		BULK
	TOTAL	

Consumables

ITEM	BULK
TOTAL	

Supplies

RATIONS DAYS ROPE FEET

WATER DAYS TORCHES

AMMUNITION

Bulk

BULK

ENCUMBERED

BASE STR

= 5

MAXIMUM

BASE STR

= 10

ENCUMBERED DEFINITION

You are carrying more weight than you can manage. While you're encumbered, you're clumsy 1 and take a 10-foot penalty to all your Speeds. As with all penalties to your Speed, this can't reduce your Speed below 5 feet.

Spell Attack Roll

= KEY PROF T E M L

Spell DC

= DC BASE 10 KEY PROF T E M L

Magic Traditions

ARCANE OCCULT

PRIMAL DIVINE

PREPARED SPONTANEOUS

Innate Spells

TRADITION

LVL FREQUENCY ACTIONS M S V

LVL FREQUENCY ACTIONS M S V

Focus Spells

FOCUS POINTS CURRENT MAXIMUM

TRADITION PAGE

ACTIONS M S V

ACTIONS M S V

ACTIONS M S V

ACTIONS M S V

ACTIONS M S V

ACTIONS M S V

ACTIONS M S V

Spell Slots Per Day

CANTRIP LEVEL

1 2 3 4 5 6 7 8 9 10

SPONTANEOUS SPELL SLOTS REMAINING

Cantrips

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

LVL PREP ACTIONS M S V

Spells

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

Spellcasting Abilities

NAME ACTIONS TRAITS PAGE

DESCRIPTION

NAME ACTIONS TRAITS PAGE

DESCRIPTION

NAME ACTIONS TRAITS PAGE

DESCRIPTION

OTHER SPELL MODIFICATIONS

Spells

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

LVL PREP HEIGHTEN ACTIONS M S V

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Rituals

PATHFINDER

COMPANION SHEET

COMPANION NAME

TYPE

SIZE

LEVEL

COMPANION SKETCH

ABILITY MODIFIERS

STR MODIFIER

DEX MODIFIER

CON MODIFIER

INT MODIFIER

WIS MODIFIER

CHA MODIFIER

ARMOR CLASS

AC = DC BASE 10

DEX OR CAP

PROF

T E M L

ITEM

UNARMORED T E M L

BARDING T E M L

SAVING THROWS

FORTITUDE: CON, PROF, T E M L

REFLEX: DEX, PROF, T E M L

WILL: WIS, PROF, T E M L

NOTES

PERCEPTION

WIS

PROF

T E M L

SENSES

HIT POINTS

MAX

CURRENT

6+CON/LEVEL

TEMPORARY

DYING

WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

UNARMED ATTACK = STR, PROF, T E M L

DAMAGE

DICE, STR, B P S, EXTRA, OTHER, TRAITS

UNARMED ATTACK = STR, PROF, T E M L

DAMAGE

DICE, STR, B P S, EXTRA, OTHER, TRAITS

SUPPORT

ADVANCEMENT

MATURE

NIMBLE

SAVAGE

ADVANCED MANEUVER

NAME

ACTIONS

TRAITS

PAGE

DESCRIPTION

COMPANION ITEMS

INVESTED BULK

INVESTED BULK

SKILLS

Skill		Ability	Prof	T E M L	Armor
ACROBATICS	=	DEX	PROF	T E M L	ARMOR -
ATHLETICS	=	STR	PROF	T E M L	ARMOR -
DECEPTION	=	CHA	PROF	T E M L	
DIPLOMACY	=	CHA	PROF	T E M L	
INTIMIDATION	=	CHA	PROF	T E M L	
PERFORMANCE	=	CHA	PROF	T E M L	
STEALTH	=	DEX	PROF	T E M L	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	
THIEVERY	=	DEX	PROF	T E M L	ARMOR -

DETAILS

VARIETY

AGE

GENDER & PRONOUNS

HT

WT

ATTITUDE

LIKES

DISLIKES

NOTES

Formulas

Level		Price

Level		Price

Level		Price

Craft

Requirements

You craft an item of your level or lower. You must have master proficiency to craft an item that's 9th level or higher or legendary proficiency to craft 16th or higher. You must have raw materials equal to 1/2 Price.

Success & Failure

Critical Success Reduce materials for extra days by level + 1 and rank.
Success Reduce by level and rank.
Critical Failure Ruin 10% of raw materials.

Crafting Feats

- [ ] Alchemical Crafting
- [ ] Snare Crafting
- [ ] Specialty Crafting ______
- [ ] Magical Crafting
- [ ] Impeccable Crafting
- [ ] Inventor

Money Table

Level	Fail	Trained	Expert	Master	Legendary
0	1 cp	5 cp	5 cp	5 cp	5 cp
1	2 cp	2 sp	2 sp	2 sp	2 sp
2	4 cp	3 sp	3 sp	3 sp	3 sp
3	8 cp	5 sp	5 sp	5 sp	5 sp
4	1 sp	7 sp	8 sp	8 sp	8 sp
5	2 sp	9 sp	1 gp	1 gp	1 gp
6	3 sp	1.5 gp	2 gp	2 gp	2 gp
7	4 sp	2 gp	2.5 gp	2.5 gp	2.5 gp
8	5 sp	2.5 gp	3 gp	3 gp	3 gp
9	6 sp	3 gp	4 gp	4 gp	4 gp
10	7 sp	4 gp	5 gp	6 gp	6 gp
11	8 sp	5 gp	6 gp	8 gp	8 gp
12	9 sp	6 gp	8 gp	10 gp	10 gp
13	1 gp	7 gp	10 gp	15 gp	15 gp
14	1.5 gp	8 gp	15 gp	20 gp	20 gp
15	2 gp	10 gp	20 gp	28 gp	28 gp
16	2.5 gp	13 gp	25 gp	36 gp	40 gp
17	3 gp	15 gp	30 gp	45 gp	55 gp
18	4 gp	20 gp	45 gp	70 gp	90 gp
19	6 gp	30 gp	60 gp	100 gp	130 gp
20	8 gp	40 gp	75 gp	150 gp	200 gp
20 (crit)	–	50 gp	90 gp	175 gp	300 gp

Crafting Achievements

Strongest Item Crafted			
Most Days Crafting One Item		Permanent Items Crafted	

Specific Crafting Notes

Pathfinder Character Sheet

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

Character Name

Player Name

Experience Points (XP)

Alchemist

Ancestry and Heritage

Background

Size

Alignment

Deity

Level

Hero Points

Ability Scores

STR Modifier — Strength Score
DEX Modifier — Dexterity Score
CON Modifier — Constitution Score
INT Modifier — Intelligence Score
WIS Modifier — Wisdom Score
CHA Modifier — Charisma Score

Armor Class

AC = DC BASE 10 | DEX or CAP | PROF | T E M L | ITEM

UNARMORED T E M L — LIGHT T E M L — MEDIUM T E M L — HEAVY T E M L

Shield + | HARDNESS | MAX HP / BT | CURRENT HP

Hit Points

MAX | CURRENT | TEMPORARY | DYING | WOUNDED

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

Saving Throws

FORTITUDE: CON | PROF | ITEM | T E M L
REFLEX: DEX | PROF | ITEM | T E M L
WILL: WIS | PROF | ITEM | T E M L

NOTES

Perception

WIS | PROF | T E M L | ITEM

SENSES

Class DC

DC BASE = 10 | INT | PROF | T E M L | ITEM

Speed

FEET

MOVEMENT TYPES & NOTES

Skills Crafting and 3 + INT

Skill	Ability	Prof	T E M L	Item	Armor
ACROBATICS	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	INT	PROF	T E M L	ITEM	
ATHLETICS	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	INT	PROF	T E M L	ITEM	
DECEPTION	CHA	PROF	T E M L	ITEM	
DIPLOMACY	CHA	PROF	T E M L	ITEM	
INTIMIDATION	CHA	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
MEDICINE	WIS	PROF	T E M L	ITEM	
NATURE	WIS	PROF	T E M L	ITEM	
OCCULTISM	INT	PROF	T E M L	ITEM	
PERFORMANCE	CHA	PROF	T E M L	ITEM	
RELIGION	WIS	PROF	T E M L	ITEM	
SOCIETY	INT	PROF	T E M L	ITEM	
STEALTH	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	WIS	PROF	T E M L	ITEM	
THIEVERY	DEX	PROF	T E M L	ITEM	ARMOR -

Languages

Melee Strikes

Weapon = STR | PROF | T E M L | ITEM
Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Weapon = STR | PROF | T E M L | ITEM
Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

Weapon: Alchemical Bomb = DEX | PROF | T E M L | ITEM

Bombs

TYPE	DAMAGE	SPLASH	OTHER EFFECTS	WEAPON SPECIALIZATION

Weapon = DEX | PROF | T E M L | ITEM
Damage: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | OTHER T E M L | Alchemical bomb

Ancestry Feats and Abilities

SPECIAL 1ST

HERITAGE 1ST

FEAT 1ST

FEAT 5TH

FEAT 9TH

FEAT 13TH

FEAT 17TH

Skill Feats

BACKGROUND

2ND

4TH

6TH

8TH

10TH

12TH

14TH

16TH

18TH

20TH

General Feats

3RD

7TH

11TH

15TH

19TH

Alchemy

INFUSED REAGENTS ______ LEVEL + INT PER DAY

Advanced Alchemy During daily preparations, use infused reagents to create alchemical items without a Crafting check. For each batch spent, choose an item of your level or lower and make two of it. They have the infused trait and lasts for 24 hours or until your next preparations.

Quick Alchemy ◈ **Cost** 1 batch of infused reagents; **Requirements** You have alchemist's tools, the formula for the alchemical item you're creating, and a free hand. **Effect** Create a single alchemical item of your level or lower that's in your formula book. You don't have to spend the normal monetary cost or need to attempt a Crafting check. This item has the infused trait, remaining potent only until the start of your next turn.

RESEARCH FIELD

Class Feats and Abilities

FORMULAS		
6	**Alchemy** Gain the Alchemical Crafting feat, infused reagents, advanced alchemy, and Quick Alchemy. **Alchemical Crafting** You can use Craft to create alchemical items. **Formula Book** Contains six 1st-level alchemical item formulas, plus two based on your research field. Each time you level up, add two formulas of any level you can create. **Research Field** ______	1ST
		FEAT 1ST
+2		FEAT 2ND
+2		3RD
+2		FEAT 4TH
+2	**Field Discovery** ______	5TH
+2		FEAT 6TH
+2	**Alchemical Weapon Expertise** Gain expert proficiency with simple weapons, unarmed attacks, and alchemical bombs. **Iron Will** Gain expert Will. **Perpetual Infusions** Create two 1st-level items with Quick Alchemy without spending reagents. The items depend on your research field.	7TH
+2		FEAT 8TH
+2	**Alchemical Expertise** Gain expert class DC. **Alertness** Gain expert Perception. **Double Brew** You can spend two batches with Quick Alchemy to make two items at once.	9TH
+2		FEAT 10TH
+2	**Juggernaut** Gain master Fortitude. Successes on Fortitude saves are critical successes. **Perpetual Potency** Increase perpetual infusions to their moderate versions.	11TH
+2		FEAT 12TH
+2	**Greater Field Discovery** ______ **Light Armor Expertise** Gain expert proficiency in light armor and unarmored defense. **Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.	13TH
+2		FEAT 14TH
+2	**Alchemical Alacrity** You can spend three batches with Quick Alchemy to make three items. **Evasion** Gain master Reflex. Successes on Reflex saves are critical successes.	15TH
+2		FEAT 16TH
+2	**Alchemical Mastery** Gain master class DC. **Perpetual Perfection** Increase perpetual infusions to their greater versions.	17TH
+2		FEAT 18TH
+2		19TH
+2	**Light Armor Mastery** Gain master light armor and unarmored defense.	FEAT 20TH

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Free Actions and Reactions

NAME	FREE ACTION / REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

NAME	FREE ACTION / REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

PATHFINDER
CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS (XP)

BARBARIAN

ANCESTRY AND HERITAGE

BACKGROUND

SIZE

ALIGNMENT

DEITY

LEVEL

HERO POINTS

ABILITY SCORES

STR MODIFIER — STRENGTH SCORE

DEX MODIFIER — DEXTERITY SCORE

CON MODIFIER — CONSTITUTION SCORE

INT MODIFIER — INTELLIGENCE SCORE

WIS MODIFIER — WISDOM SCORE

CHA MODIFIER — CHARISMA SCORE

CLASS DC

= DC BASE 10 | STR | PROF | T E M L | ITEM

ARMOR CLASS

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP / BT | CURRENT HP

SAVING THROWS

FORTITUDE — CON | PROF | ITEM | T E M L

REFLEX — DEX | PROF | ITEM | T E M L

WILL — WIS | PROF | ITEM | T E M L

NOTES

HIT POINTS

MAX

CURRENT

TEMPORARY

DYING

WOUNDED

12+CON PER LEVEL

RESISTANCES AND IMMUNITIES

RAGING RESISTANCE

CONDITIONS

PERCEPTION

WIS | PROF | T E M L | ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

RANGED STRIKES

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | OTHER T E M L

SKILLS ATHLETICS AND 3 + INT

Skill	=	Ability	Prof	T E M L	Item	Armor
ACROBATICS	=	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	=	INT	PROF	T E M L	ITEM	
ATHLETICS	=	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	=	INT	PROF	T E M L	ITEM	
DECEPTION	=	CHA	PROF	T E M L	ITEM	
DIPLOMACY	=	CHA	PROF	T E M L	ITEM	
INTIMIDATION	=	CHA	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
MEDICINE	=	WIS	PROF	T E M L	ITEM	
NATURE	=	WIS	PROF	T E M L	ITEM	
OCCULTISM	=	INT	PROF	T E M L	ITEM	
PERFORMANCE	=	CHA	PROF	T E M L	ITEM	
RELIGION	=	WIS	PROF	T E M L	ITEM	
SOCIETY	=	INT	PROF	T E M L	ITEM	
STEALTH	=	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	ITEM	
THIEVERY	=	DEX	PROF	T E M L	ITEM	ARMOR -

LANGUAGES

Ancestry Feats and Abilities

SPECIAL 1st

HERITAGE 1st

FEAT 1st

FEAT 5th

FEAT 9th

FEAT 13th

FEAT 17th

Skill Feats

BACKGROUND

2nd

4th

6th

8th

10th

12th

14th

16th

18th

20th

General Feats

3rd

7th

11th

15th

19th

Class Feats and Abilities

Rage
Instinct Ability ______________________________ 1st

FEAT 1st

FEAT 2nd

Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. 3rd

FEAT 4th

Brutality Gain expert simple, martial, and unarmed. While raging, gain critical specialization with melee. 5th

FEAT 6th

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.
Weapon Specialization +2 damage if expert, +3 if master, +4 if legendary.
Instinct Specialization Ability: ______________________________ 7th

FEAT 8th

Lightning Reflexes Gain expert Reflex.
Raging Resistance 3+ Con resistance to ______________________________ 9th

FEAT 10th

Mighty Rage Gain expert class DC. FEAT 11th

FEAT 12th

Greater Juggernaut Gain legendary Fortitude. Critical failures on Fortitude saves are failures. Take half damage when you fail a Fortitude save against damage.
Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.
Weapon Fury Gain master simple, martial, and unarmed. 13th

FEAT 14th

Greater Weapon Specialization +4 damage if expert, +6 if master, +8 if legendary.
Greater Instinct Specialization Ability: ______________________________
Indomitable Will Gain master Will. Successes on Will saves are critical successes. 15th

FEAT 16th

Heightened Senses Gain master Perception.
Quick Rage 17th

FEAT 18th

Armor of Fury Gain master light armor, medium armor, and unarmored defense.
Devastator Gain master class DC. Your melee Strikes ignore 10 of your target's resistance to physical damage. 19th

FEAT 20th

Rage and Mighty Rage

Rage ◆ (concentrate, emotion, mental) **Requirements** You aren't fatigued or raging. **Effect** Gain temporary Hit Points equal to your level plus your Con modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

- Deal 2 additional damage with melee weapons and unarmed attacks. This damage is halved if your attack is agile.
- Take a –1 penalty to AC.
- You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

After you stop raging, you lose any remaining temporary Hit Points from Rage, and you can't Rage again for 1 minute.

Mighty Rage ◇ **Trigger** You Rage. **Effect** Use an action that has the rage trait. Alternatively, you can increase the actions of the triggering Rage to 2 to instead use a 2-action activity with the rage trait. ☐ **11th**

Quick Rage After you spend a full turn without raging, you can Rage again without needing to wait a minute. ☐ **17th**

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Free Actions and Reactions

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

PATHFINDER CHARACTER SHEET

PROFICIENCY
- Untrained +0
- Trained 2+Level
- Expert 4+Level
- Master 6+Level
- Legendary 8+Level

Actions
- Single Action
- Two-Action Activity
- Three-Action Activity
- Free Action
- Reaction

CHARACTER NAME

BARD

ANCESTRY AND HERITAGE

BACKGROUND

PLAYER NAME

SIZE | ALIGNMENT

EXPERIENCE POINTS (XP)

DEITY

LEVEL

HERO POINTS

ABILITY SCORES

Modifier	Score
STR MODIFIER	STRENGTH SCORE
DEX MODIFIER	DEXTERITY SCORE
CON MODIFIER	CONSTITUTION SCORE
INT MODIFIER	INTELLIGENCE SCORE
WIS MODIFIER	WISDOM SCORE
CHA MODIFIER	CHARISMA SCORE

SPELL DC

= DC BASE 10 | CHA | PROF | T E M L

ARMOR CLASS

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

HIT POINTS

MAX | CURRENT | TEMPORARY

8+CON PER LEVEL | DYING | WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

SAVING THROWS

FORTITUDE	REFLEX	WILL
CON, PROF	DEX, PROF	WIS, PROF
ITEM, T E M L	ITEM, T E M L	ITEM, T E M L

NOTES

PERCEPTION

WIS | PROF | T E M L | ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

RANGED STRIKES

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

SPELL ATTACK

= CHA | PROF | T E M L

SPELL	DAMAGE

WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L | OTHER T E M L

longsword, rapier, sap, shortbow, shortsword, whip

SKILLS OCCULTISM, PERFORMANCE, AND 4 + INT

Skill	Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	DEX				-
ARCANA	INT				
ATHLETICS	STR				-
CRAFTING	INT				
DECEPTION	CHA				
DIPLOMACY	CHA				
INTIMIDATION	CHA				
LORE	INT				
LORE	INT				
MEDICINE	WIS				
NATURE	WIS				
OCCULTISM	INT				
PERFORMANCE	CHA				
RELIGION	WIS				
SOCIETY	INT				
STEALTH	DEX				-
SURVIVAL	WIS				
THIEVERY	DEX				-

LANGUAGES

Ancestry Feats and Abilities

Feat	Level
	SPECIAL 1ST
	HERITAGE 1ST
	FEAT 1ST
	FEAT 5TH
	FEAT 9TH
	FEAT 13TH
	FEAT 17TH

Skill Feats

Feat	Level
	BACKGROUND
	2ND
	4TH
	6TH
	8TH
	10TH
	12TH
	14TH
	16TH
	18TH
	20TH

General Feats

Feat	Level
	3RD
	7TH
	11TH
	15TH
	19TH

Class Feats and Abilities

Spells	Feats and Abilities	Level
SPELLS 5 cantrips, 2 1st	**Occult Spellcasting** Cast occult spells spontaneously from the selections in your repertoire. **Spell Repertoire** You know two 1st-level occult spells and five occult cantrips. When you gain a new spell slot, choose a new spell to your repertoire of the same level. **Composition Spells** Learn the counter performance composition spell and gain 1 Focus Point. Learn the inspire courage composition cantrip. You must use a type of Performance while casting a composition spell. **Muse** ______	1ST
+1 1st		FEAT 2ND
2 2nd	**Lightning Reflexes** Gain expert Reflex. **Signature Spells** Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.	3RD
+1 2nd		FEAT 4TH
2 3rd		5TH
+1 3rd		FEAT 6TH
2 4th	**Expert Spellcaster** Gain expert occult spell attack rolls and spell DC.	7TH
+1 4th		FEAT 8TH
2 5th	**Great Fortitude** Gain expert Fortitude. **Resolve** Gain master Will. Successes on Will saves are critical successes.	9TH
+1 5th		FEAT 10TH
2 6th	**Bard Weapon Expertise** Gain expert simple weapons, longsword, rapier, sap, shortbow, whip, and unarmed. While one of your compositions is active, gain critical specialization with the listed weapons and unarmed attacks. **Vigilant Senses** Gain master Perception.	11TH
+1 6th		FEAT 12TH
2 7th	**Light Armor Expertise** Gain expert light armor and unarmored defense. **Weapon Specialization** +2 damage if expert, +3 if master, +4 if legendary.	13TH
+1 7th		FEAT 14TH
2 8th	**Master Spellcaster** Gain master occult spell attack rolls and spell DC.	15TH
+1 8th		FEAT 16TH
2 9th	**Greater Resolve** Gain legendary Will. Critical failures on Will saves are failures. Take half damage when you fail a Will save against damage.	17TH
+1 9th		FEAT 18TH
1 10th	**Magnum Opus** Gain a 10th-level spell slot. **Legendary Spellcaster** Gain legendary occult spell attack rolls and spell DC.	19TH
–		FEAT 20TH

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

Free Actions and Reactions

NAME	FREE ACTION / REACTION	TRAITS	PAGE
	☐ FREE ACTION ☐ REACTION		

TRIGGER

DESCRIPTION

NAME	FREE ACTION / REACTION	TRAITS	PAGE
	☐ FREE ACTION ☐ REACTION		

TRIGGER

DESCRIPTION

PATHFINDER CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS (XP)

CHAMPION

ANCESTRY AND HERITAGE

BACKGROUND

SIZE | ALIGNMENT

DEITY

LEVEL

HERO POINTS

ABILITY SCORES

STR MODIFIER — STRENGTH SCORE
DEX MODIFIER — DEXTERITY SCORE
CON MODIFIER — CONSTITUTION SCORE
INT MODIFIER — INTELLIGENCE SCORE
WIS MODIFIER — WISDOM SCORE
CHA MODIFIER — CHARISMA SCORE

CLASS DC

= DC BASE 10 | STR/DEX | PROF | T E M L | ITEM

ARMOR CLASS

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

SAVING THROWS

FORTITUDE: CON | PROF | ITEM | T E M L
REFLEX: DEX | PROF | ITEM | T E M L
WILL: WIS | PROF | ITEM | T E M L

NOTES

HIT POINTS

MAX | CURRENT | TEMPORARY
DYING | WOUNDED
10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS | PROF | T E M L | ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON
= STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON
= STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

RANGED STRIKES

WEAPON
= DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON
= DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

SPELL ATTACK

= CHA | PROF | T E M L

SPELL | DAMAGE

WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L

SKILLS RELIGION, DEITY SKILL, AND 2 + INT

Skill		Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	=	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	=	INT	PROF	T E M L	ITEM	
ATHLETICS	=	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	=	INT	PROF	T E M L	ITEM	
DECEPTION	=	CHA	PROF	T E M L	ITEM	
DIPLOMACY	=	CHA	PROF	T E M L	ITEM	
INTIMIDATION	=	CHA	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
MEDICINE	=	WIS	PROF	T E M L	ITEM	
NATURE	=	WIS	PROF	T E M L	ITEM	
OCCULTISM	=	INT	PROF	T E M L	ITEM	
PERFORMANCE	=	CHA	PROF	T E M L	ITEM	
RELIGION	=	WIS	PROF	T E M L	ITEM	
SOCIETY	=	INT	PROF	T E M L	ITEM	
STEALTH	=	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	ITEM	
THIEVERY	=	DEX	PROF	T E M L	ITEM	ARMOR -

LANGUAGES

Ancestry Feats and Abilities

SPECIAL 1st

HERITAGE 1st

FEAT 1st

FEAT 5th

FEAT 9th

FEAT 13th

FEAT 17th

Skill Feats

BACKGROUND

2nd

4th

6th

8th

10th

12th

14th

16th

18th

20th

General Feats

3rd

7th

11th

15th

19th

Cause

CAUSE

TENETS OF GOOD

1. Never perform acts anathema to your deity or willingly commit an evil act. **2.** Never knowingly harm an innocent, or allow immediate harm to one when you could reasonably prevent it.

TENETS OF CAUSE

Class Feats and Abilities

Champion's Code
Deity and Cause
Deific Weapon Gain access to deity's favored weapon if it's uncommon. If it's simple, increase damage die by one step.
Champion's Reaction
Devotion Spells Gain a devotion spell from your cause (with 1 Focus Point)
Shield Block

FEAT 1st

FEAT 2nd

Divine Ally ☐ **Blade Ally** Choose a weapon when you prepare to gain disrupting, ghost touch, returning, or shifting. Gain the weapon's critical specialization. ☐ **Shield Ally** Increase your shield's Hardness by 2 and its HP and BT increase by half. ☐ **Steed Ally** Gain a young animal companion mount. 3rd

Weapon Expertise Gain expert in simple, martial, and unarmed. FEAT 4th

5th

FEAT 6th

Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7th

FEAT 8th

Champion Expertise Gain expert class DC, spell attacks, and spell DCs.
Divine Smite Champion's reaction improves.
Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.
Lightning Reflexes Gain expert Reflex. 9th

FEAT 10th

Alertness Gain expert Perception
Divine Will Gain master Will. Successes on Will saves are critical successes.
Exalt Champion's reaction benefits allies. 11th

FEAT 12th

Armor Mastery Gain master armor and unarmored defense.
Weapon Mastery Gain master simple, martial, and unarmed. 13th

FEAT 14th

Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary. 15th

FEAT 16th

Champion Mastery Gain master class DC, spell attacks, and spell DCs.
Legendary Armor Gain legendary armor and unarmored defense. 17th

FEAT 18th

Hero's Defiance Gain *hero's defiance* devotion spell. 19th

FEAT 20th

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

Free Actions and Reactions

CHAMPION'S REACTION

TRIGGER
DESCRIPTION

Shield Block ⮌ **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage.

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE

TRIGGER
DESCRIPTION

PATHFINDER CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

CHARACTER NAME | CLERIC | ANCESTRY AND HERITAGE | LEVEL
BACKGROUND
PLAYER NAME | SIZE | ALIGNMENT | HERO POINTS
EXPERIENCE POINTS (XP) | DEITY

ABILITY SCORES

STR MODIFIER — STRENGTH SCORE
DEX MODIFIER — DEXTERITY SCORE
CON MODIFIER — CONSTITUTION SCORE
INT MODIFIER — INTELLIGENCE SCORE
WIS MODIFIER — WISDOM SCORE
CHA MODIFIER — CHARISMA SCORE

ARMOR CLASS

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP / BT | CURRENT HP

HIT POINTS

MAX | CURRENT | TEMPORARY | DYING | WOUNDED
8+CON PER LEVEL
RESISTANCES AND IMMUNITIES
CONDITIONS

SPELL DC

= DC BASE 10 | WIS | PROF | T E M L

SAVING THROWS

FORTITUDE: CON | PROF | ITEM | T E M L
REFLEX: DEX | PROF | ITEM | T E M L
WILL: WIS | PROF | ITEM | T E M L

NOTES

PERCEPTION

WIS | PROF | T E M L | ITEM
SENSES

SPEED

FEET | MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

RANGED STRIKES

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

SPELL ATTACK

= WIS | PROF | T E M L

SPELL | DAMAGE

WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L | FAVORED T E M L

SKILLS RELIGION, DEITY SKILL, AND 2 + INT

Skill	Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	INT	PROF	T E M L	ITEM	
ATHLETICS	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	INT	PROF	T E M L	ITEM	
DECEPTION	CHA	PROF	T E M L	ITEM	
DIPLOMACY	CHA	PROF	T E M L	ITEM	
INTIMIDATION	CHA	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
MEDICINE	WIS	PROF	T E M L	ITEM	
NATURE	WIS	PROF	T E M L	ITEM	
OCCULTISM	INT	PROF	T E M L	ITEM	
PERFORMANCE	CHA	PROF	T E M L	ITEM	
RELIGION	WIS	PROF	T E M L	ITEM	
SOCIETY	INT	PROF	T E M L	ITEM	
STEALTH	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	WIS	PROF	T E M L	ITEM	
THIEVERY	DEX	PROF	T E M L	ITEM	ARMOR -

LANGUAGES

Ancestry Feats and Abilities

SPECIAL 1st
HERITAGE 1st
FEAT 1st
FEAT 5th
FEAT 9th
FEAT 13th
FEAT 17th

Skill Feats

BACKGROUND
2nd
4th
6th
8th
10th
12th
14th
16th
18th
20th

General Feats

3rd
7th
11th
15th
19th

Class Feats and Abilities

Spells	Abilities	Level
SPELLS 5 cantrips, 2 1st	**Deity** Gives a trained skill, a favored weapon, spells, and anathema. **Divine Spellcasting** You can prepare any common spells from the divine list. **Divine Font** Based on your deity, you gain 1 + Cha ☐ *harm* spells or ☐ *heal* spells of your highest spell level. **First Doctrine** Choose cloistered or warpriest and gain a benefit. ☐ **Cloistered** Domain Initiate feat ☐ **Warpriest** Trained light and medium armor, expert Fortitude, Shield Block general feat. If deity's weapon is simple, gain Deadly Simplicity feat.	1st
+1 1st		FEAT 2nd
2 2nd	**Second Doctrine** ☐ **Cloistered** Gain expert Fortitude ☐ **Warpriest** Trained martial weapons.	3rd
+1 2nd		FEAT 4th
2 3rd	**Alertness** Gain expert Perception.	5th
+1 3rd		FEAT 6th
2 4th	**Third Doctrine** ☐ **Cloistered** Gain expert spell attack rolls and spell DC. ☐ **Warpriest** Gain expert simple, favored weapon and unarmed. Gain critical specialization with favored weapon, using your spell DC.	7th
+1 4th		FEAT 8th
2 5th	**Resolve** Gain master Will. Successes on Will saves are critical successes.	9th
+1 5th		FEAT 10th
2 6th	**Fourth Doctrine** ☐ **Cloistered** Gain expert favored weapon. Gain critical specialization with it, using your spell DC. ☐ **Warpriest** Gain expert spell attack rolls and spell DC. **Lightning Reflexes** Gain expert Reflex.	11th
+1 6th		FEAT 12th
2 7th	**Divine Defense** Gain expert unarmored defense. ☐ **Warpriest** Gain expert light and medium armor. **Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.	13th
+1 7th		FEAT 14th
2 8th	**Fifth Doctrine** ☐ **Cloistered** Gain master spell attack rolls and spell DC. ☐ **Warpriest** Gain master Fortitude. Successes on Fortitude saves are critical successes.	15th
+1 8th		FEAT 16th
2 9th		FEAT 17th
+1 9th		FEAT 18th
1 10th	**Final Doctrine** ☐ **Cloistered** Gain legendary spell attack rolls and spell DC. ☐ **Warpriest** Gain master spell attack rolls and spell DC. **Miraculous Spell** Gain a 10th-level spell slot.	19th
		FEAT 20th

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			
NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Deity

DEITY | FOLLOWER ALIGNMENTS

CLERIC SPELLS

EDICTS AND ANATHEMA

Free Actions and Reactions

Shield Block ⮌ **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

Pathfinder Character Sheet

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS (XP)

DRUID

ANCESTRY AND HERITAGE

BACKGROUND

SIZE

ALIGNMENT

DEITY

LEVEL

HERO POINTS

Ability Scores

STR MODIFIER — STRENGTH SCORE
DEX MODIFIER — DEXTERITY SCORE
CON MODIFIER — CONSTITUTION SCORE
INT MODIFIER — INTELLIGENCE SCORE
WIS MODIFIER — WISDOM SCORE
CHA MODIFIER — CHARISMA SCORE

Class DC

= DC BASE 10 | WIS | PROF | T E M L | ITEM

Armor Class

AC = DC BASE 10 | DEX | CAP | PROF | T E M L | ITEM

OR

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

Saving Throws

FORTITUDE: CON | PROF | ITEM | T E M L

REFLEX: DEX | PROF | ITEM | T E M L

WILL: WIS | PROF | ITEM | T E M L

NOTES

Hit Points

MAX | CURRENT | TEMPORARY

DYING | WOUNDED

8+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

Perception

WIS | PROF | T E M L | ITEM

SENSES

Speed

FEET

MOVEMENT TYPES & NOTES

Melee Strikes

WEAPON
= STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON
= STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

WEAPON
= DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON
= DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Spell Attack

= WIS | PROF | T E M L

SPELL	DAMAGE

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L | OTHER T E M L

Skills Nature, Order Skill, and 2 + INT

Skill	Ability				
ACROBATICS	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	INT	PROF	T E M L	ITEM	
ATHLETICS	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	INT	PROF	T E M L	ITEM	
DECEPTION	CHA	PROF	T E M L	ITEM	
DIPLOMACY	CHA	PROF	T E M L	ITEM	
INTIMIDATION	CHA	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
MEDICINE	WIS	PROF	T E M L	ITEM	
NATURE	WIS	PROF	T E M L	ITEM	
OCCULTISM	INT	PROF	T E M L	ITEM	
PERFORMANCE	CHA	PROF	T E M L	ITEM	
RELIGION	WIS	PROF	T E M L	ITEM	
SOCIETY	INT	PROF	T E M L	ITEM	
STEALTH	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	WIS	PROF	T E M L	ITEM	
THIEVERY	DEX	PROF	T E M L	ITEM	ARMOR -

Languages

Druidic

Ancestry Feats and Abilities

	SPECIAL 1st
	HERITAGE 1st
	FEAT 1st
	FEAT 5th
	FEAT 9th
	FEAT 13th
	FEAT 17th

Skill Feats

	BACKGROUND
	2nd
	4th
	6th
	8th
	10th
	12th
	14th
	16th
	18th
	20th

General Feats

	3rd
	7th
	11th
	15th
	19th

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Class Feats and Abilities

SPELLS		
5 cantrips, 2 1st	**Druidic Order** Gives a class feat, an order spell (with 1 Focus Point), and a trained skill. **Primal Spellcasting** You can prepare any common spells from the primal list. **Shield Block** **Wild Empathy** You can use Diplomacy to Make an Impression on animals and make simple Requests of them.	1st
+1 1st		FEAT 2nd
2 2nd	**Alertness** Gain expert Perception. **Great Fortitude** Gain expert Fortitude.	3rd
+1 2nd		FEAT 4th
2 3rd	**Lightning Reflexes** Gain expert Reflex.	5th
+1 3rd		FEAT 6th
2 4th	**Expert Spellcaster** Gain expert primal spell attack rolls and spell DC.	7th
+1 4th		FEAT 8th
2 5th		9th
+1 5th		FEAT 10th
2 6th	**Druid Weapon Expertise** Gain expert simple weapons and unarmed attacks. **Resolve** Gain master Will. Successes on Will saves are critical successes.	11th
+1 6th		FEAT 12th
2 7th	**Medium Armor Expertise** Gain expert light armor, medium armor, and unarmored defense. **Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.	13th
+1 7th		FEAT 14th
2 8th	**Master Spellcaster** Gain master primal spell attack rolls and spell DC.	15th
+1 8th		FEAT 16th
2 9th		17th
+1 9th		FEAT 18th
1 10th	**Legendary Spellcaster** Gain legendary primal spell attack rolls and spell DC. **Primal Hierophant** Gain a 10th-level spell slot.	19th
		FEAT 20th

Order

ORDER

ORDER SPELL

OTHER BENEFITS

Anathema

You lose your magical abilities if you use metal armor or shields, despoil natural places, teach Druidic to non-druids, or do other acts determined by your order.

ORDER ANATHEMA

Free Actions and Reactions

Shield Block ⮌ **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE

TRIGGER

DESCRIPTION

PATHFINDER CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

CHARACTER NAME

PLAYER NAME

EXPERIENCE POINTS (XP)

FIGHTER

ANCESTRY AND HERITAGE

BACKGROUND

SIZE | ALIGNMENT

DEITY

LEVEL

HERO POINTS

ABILITY SCORES

STR MODIFIER — STRENGTH SCORE
DEX MODIFIER — DEXTERITY SCORE
CON MODIFIER — CONSTITUTION SCORE
INT MODIFIER — INTELLIGENCE SCORE
WIS MODIFIER — WISDOM SCORE
CHA MODIFIER — CHARISMA SCORE

CLASS DC

= DC BASE 10 | STR/DEX | PROF | T E M L | ITEM

ARMOR CLASS

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

SAVING THROWS

FORTITUDE: CON | PROF | ITEM | T E M L
REFLEX: DEX | PROF | ITEM | T E M L
WILL: WIS | PROF | ITEM | T E M L

NOTES

HIT POINTS

MAX | CURRENT | TEMPORARY

10+CON PER LEVEL

DYING | WOUNDED

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS | PROF | T E M L | ITEM

SENSES

SPEED

FEET

MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

RANGED STRIKES

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | ADVANCED T E M L | MASTERY (5TH) T E M L

SKILLS ACROBATIC/ATHLETICS AND 3 + INT

Skill		Ability	Prof	T E M L	Item	Armor
ACROBATICS	=	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	=	INT	PROF	T E M L	ITEM	
ATHLETICS	=	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	=	INT	PROF	T E M L	ITEM	
DECEPTION	=	CHA	PROF	T E M L	ITEM	
DIPLOMACY	=	CHA	PROF	T E M L	ITEM	
INTIMIDATION	=	CHA	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
MEDICINE	=	WIS	PROF	T E M L	ITEM	
NATURE	=	WIS	PROF	T E M L	ITEM	
OCCULTISM	=	INT	PROF	T E M L	ITEM	
PERFORMANCE	=	CHA	PROF	T E M L	ITEM	
RELIGION	=	WIS	PROF	T E M L	ITEM	
SOCIETY	=	INT	PROF	T E M L	ITEM	
STEALTH	=	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	ITEM	
THIEVERY	=	DEX	PROF	T E M L	ITEM	ARMOR -

LANGUAGES

Ancestry Feats and Abilities

- SPECIAL 1st
- HERITAGE 1st
- FEAT 1st
- FEAT 5th
- FEAT 9th
- FEAT 13th
- FEAT 17th

Skill Feats

- BACKGROUND
- 2nd
- 4th
- 6th
- 8th
- 10th
- 12th
- 14th
- 16th
- 18th
- 20th

General Feats

- 3rd
- 7th
- 11th
- 15th
- 19th

Class Feats and Abilities

Feat / Ability	Level
Attack of Opportunity **Shield Block**	1st
	FEAT 1st
	FEAT 2nd
Bravery Gain expert Will. Successes on Will saves against fear are critical successes. Reduce frightened you gain by 1.	3rd
	FEAT 4th
Fighter Weapon Mastery Gain master simple and martial weapons of one group, expert advanced. Gain critical specialization with all master weapons.	5th
	FEAT 6th
Battlefield Surveyor Gain master Perception. +2 circumstance bonus to Perception for initiative.	7th
Weapon Specialization +2 damage if expert, +3 master, +4 legendary	FEAT 8th
Combat Flexibility Gain an extra 8th-level or lower fighter feat each day.	9th
Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.	FEAT 10th
Armor Expertise Gain expert armor and unarmored defense. Gain armor specialization with medium and heavy armor.	11th
Fighter Expertise Gain expert class DC.	FEAT 12th
Weapon Legend Gain master simple and martial weapons; expert advanced weapons. Gain legendary simple and martial weapons of one group, master advanced.	13th
Evasion Gain master Reflex. Successes on Reflex saves are critical successes.	FEAT 14th
Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.	15th
Improved Flexibility Gain an extra 14th-level or lower fighter feat each day.	FEAT 16th
Armor Mastery Gain master armor and unarmored defense.	17th
	FEAT 18th
Versatile Legend Gain legendary simple and martial weapons; legendary unarmed; master advanced weapons; master class DC.	19th
	FEAT 20th

Bonus Feats

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

Free Actions and Reactions

Attack of Opportunity ⤾ **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using. **Effect** Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action.

Shield Block ⤾ **Trigger** While you have your shield raised, you would take damage from a physical attack. **Effect** Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE

TRIGGER

DESCRIPTION

Pathfinder Character Sheet

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

- Single Action
- Two-Action Activity
- Three-Action Activity
- Free Action
- Reaction

Character Name

Player Name

Experience Points (XP)

MONK

Ancestry and Heritage

Background

Size

Alignment

Deity

Level

Hero Points

Ability Scores

Modifier		Score
STR MODIFIER	STRENGTH SCORE	
DEX MODIFIER	DEXTERITY SCORE	
CON MODIFIER	CONSTITUTION SCORE	
INT MODIFIER	INTELLIGENCE SCORE	
WIS MODIFIER	WISDOM SCORE	
CHA MODIFIER	CHARISMA SCORE	

Class DC

= DC BASE 10 | STR/DEX | PROF | T E M L | ITEM

Armor Class

AC = DC BASE 10 | DEX | CAP | PROF | T E M L | ITEM

OR

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

Saving Throws

FORTITUDE	REFLEX	WILL
CON / PROF	DEX / PROF	WIS / PROF
ITEM / T E M L	ITEM / T E M L	ITEM / T E M L

NOTES

Hit Points

MAX | CURRENT | TEMPORARY

DYING | WOUNDED

10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

Perception

WIS | PROF | T E M L | ITEM

SENSES

Speed

FEET

MOVEMENT TYPES & NOTES

Melee Strikes

Weapon = STR | PROF | T E M L | ITEM

Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Weapon = STR | PROF | T E M L | ITEM

Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

Weapon = DEX | PROF | T E M L | ITEM

Damage: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Weapon = DEX | PROF | T E M L | ITEM

Damage: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Spell Attack

= WIS | PROF | T E M L

SPELL	DAMAGE

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | OTHER T E M L

Skills 4 + INT

Skill	=	Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	=	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	=	INT	PROF	T E M L	ITEM	
ATHLETICS	=	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	=	INT	PROF	T E M L	ITEM	
DECEPTION	=	CHA	PROF	T E M L	ITEM	
DIPLOMACY	=	CHA	PROF	T E M L	ITEM	
INTIMIDATION	=	CHA	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
MEDICINE	=	WIS	PROF	T E M L	ITEM	
NATURE	=	WIS	PROF	T E M L	ITEM	
OCCULTISM	=	INT	PROF	T E M L	ITEM	
PERFORMANCE	=	CHA	PROF	T E M L	ITEM	
RELIGION	=	WIS	PROF	T E M L	ITEM	
SOCIETY	=	INT	PROF	T E M L	ITEM	
STEALTH	=	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	ITEM	
THIEVERY	=	DEX	PROF	T E M L	ITEM	ARMOR -

Languages

Ancestry Feats and Abilities

SPECIAL 1st

HERITAGE 1st

FEAT 1st

FEAT 5th

FEAT 9th

FEAT 13th

FEAT 17th

Skill Feats

BACKGROUND

2nd

4th

6th

8th

10th

12th

14th

16th

18th

20th

General Feats

3rd

7th

11th

15th

19th

Class Feats and Abilities

Flurry of Blows
Powerful Fist Your fist deals 1d6 damage. You don't take the –2 penalty to make a lethal attack with your unarmed attacks. 1st

FEAT 1st

FEAT 2nd

Incredible Movement +10-foot status bonus to Speed while not wearing armor.
Mystic Strikes Unarmed attacks are magical. 3rd

FEAT 4th

Alertness Gain expert Perception.
Expert Strikes Gain expert unarmed attacks and simple weapons. 5th

FEAT 6th

Incredible Movement +15 feet.
Path to Perfection Gain master one saving throw of your choice. Successes on those saves are critical successes.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7th

FEAT 8th

Metal Strikes Unarmed attacks treated as cold iron and silver.
Monk Expertise Gain expert class DC, plus spell attacks and spell DCs if you have ki spells. 9th

FEAT 10th

Incredible Movement +20 feet.
Second Path to Perfection Choose a second type of save for path to perfection. 11th

FEAT 12th

Graceful Mastery Gain master unarmored defense.
Master Strikes Gain master unarmed attacks and simple weapons. 13th

FEAT 14th

Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.
Incredible Movement +25 feet.
Third Path to Perfection Gain legendary in one save you choose with path to perfection or second path to perfection. Critical failures on those saves are failures, and you take half damage when you fail those saves. 15th

FEAT 16th

Adamantine Strikes Unarmed attacks treated as adamantine.
Graceful Legend Gain legendary unarmored defense and master class DC. Gain master spell attacks and spell DCs if you have ki spells. 17th

FEAT 18th

Perfected Form (fortune) On your first Strike of your turn, if you roll lower than 10, you can treat the roll as a 10. 19th

FEAT 20th

Actions and Activities

Flurry of Blows ◆ (flourish) Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally. As it has the flourish trait, you can use Flurry of Blows only once per round.

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

Free Actions and Reactions

NAME	FREE ACTION / REACTION	TRAITS	PAGE

TRIGGER

DESCRIPTION

Pathfinder Character Sheet

RANGER

PROFICIENCY
- Untrained +0
- Trained 2+Level
- Expert 4+Level
- Master 6+Level
- Legendary 8+Level

- Single Action
- Two-Action Activity
- Three-Action Activity
- Free Action
- Reaction

Character Name | Player Name | Experience Points (XP)

Ancestry and Heritage | Background | Size | Alignment | Deity

Level | Hero Points

Ability Scores

Modifier	Score
STR MODIFIER	STRENGTH SCORE
DEX MODIFIER	DEXTERITY SCORE
CON MODIFIER	CONSTITUTION SCORE
INT MODIFIER	INTELLIGENCE SCORE
WIS MODIFIER	WISDOM SCORE
CHA MODIFIER	CHARISMA SCORE

Class DC

DC BASE = 10 | STR/DEX | PROF | T E M L | ITEM

Armor Class

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

Hit Points

MAX | CURRENT | TEMPORARY | DYING | WOUNDED

10+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

Saving Throws

FORTITUDE	REFLEX	WILL
CON	DEX	WIS
PROF	PROF	PROF
ITEM	ITEM	ITEM
T E M L	T E M L	T E M L

NOTES

Perception

WIS | PROF | T E M L | ITEM

SENSES

Speed

FEET | MOVEMENT TYPES & NOTES

Melee Strikes

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | OTHER T E M L

Skills Nature, Survival, and 4 + INT

Skill	Ability	Prof	T E M L	Item	Armor
ACROBATICS	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	INT	PROF	T E M L	ITEM	
ATHLETICS	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	INT	PROF	T E M L	ITEM	
DECEPTION	CHA	PROF	T E M L	ITEM	
DIPLOMACY	CHA	PROF	T E M L	ITEM	
INTIMIDATION	CHA	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
LORE	INT	PROF	T E M L	ITEM	
MEDICINE	WIS	PROF	T E M L	ITEM	
NATURE	WIS	PROF	T E M L	ITEM	
OCCULTISM	INT	PROF	T E M L	ITEM	
PERFORMANCE	CHA	PROF	T E M L	ITEM	
RELIGION	WIS	PROF	T E M L	ITEM	
SOCIETY	INT	PROF	T E M L	ITEM	
STEALTH	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	WIS	PROF	T E M L	ITEM	
THIEVERY	DEX	PROF	T E M L	ITEM	ARMOR -

Languages

Ancestry Feats and Abilities

SPECIAL 1st

HERITAGE 1st

FEAT 1st

FEAT 5th

FEAT 9th

FEAT 13th

FEAT 17th

Skill Feats

BACKGROUND

2nd

4th

6th

8th

10th

12th

14th

16th

18th

20th

General Feats

3rd

7th

11th

15th

19th

Class Feats and Abilities

Hunt Prey
Hunter's Edge — 1st

FEAT 1st

FEAT 2nd

Iron Will Gain expert Will. — 3rd

FEAT 4th

Ranger Weapon Expertise Gain expert simple, martial, and unarmed. Gain critical specialization with these against hunted prey.
Trackless Step Always Cover Tracks in natural terrain without moving at half Speed. — 5th

FEAT 6th

Evasion Gain master Reflex. Successes on Reflex saves are critical successes.
Vigilant Senses Gain master Perception.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary. — 7th

FEAT 8th

Nature's Edge Enemies are flat-footed to you in natural difficult terrain, on natural uneven ground, or in difficult terrain resulting from a snare.
Ranger Expertise Gain expert class DC. — 9th

FEAT 10th

Juggernaut Gain master Fortitude. Successes on Fortitude saves are critical successes.
Medium Armor Expertise Gain expert light armor, medium armor, and unarmored defense.
Wild Stride Ignore non-magical difficult terrain. — 11th

FEAT 12th

Weapon Mastery Gain master simple, martial, and unarmed. — 13th

FEAT 14th

Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary.
Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage.
Incredible Senses Gain legendary Perception. — 15th

FEAT 16th

Masterful Hunter Gain master class DC. When using a master ranged weapon, ignore second and third range increment penalty. If master Perception, +4 circumstance bonus to Seek or Track prey. Additional hunter's edge benefit. — 17th

FEAT 18th

Second Skin Gain master light armor, medium armor, and unarmored defense. Rest in light or medium armor without being fatigued. — 19th

FEAT 20th

Bonus Feats

Hunt Prey and Hunter's Edge

Hunt Prey ◆ (concentrate) Designate a single creature you can see or hear, or who you are tracking, as your prey. Against your prey, gain a +2 circumstance bonus to Perception checks to Seek and Survival checks to Track, and ignore the penalty for your second range increment with ranged attacks. You can have only one prey at a time.

HUNTER'S EDGE

☐ **Flurry** The multiple attack penalty against your prey is –3 (–2 with agile weapon) on your second attack and –6 (–4 with agile weapon) on your third or later attack. ☐ **Precision** The first time you hit your prey in a round, deal 1d8 precision damage (**11th** 2d8 damage, **19th** 3d8 damage). ☐ **Outwit** Gain +2 circumstance bonus to Deception, Intimidation, Stealth, and Recall Knowledge against your prey and a +1 circumstance bonus to AC against their attacks.

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Free Actions and Reactions

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE
TRIGGER			
DESCRIPTION			

Pathfinder Character Sheet

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

Character Name | ROGUE | Ancestry and Heritage | Background | Level
Player Name | Size | Alignment | Hero Points
Experience Points (XP) | Deity

Ability Scores

STR MODIFIER — STRENGTH SCORE
DEX MODIFIER — DEXTERITY SCORE
CON MODIFIER — CONSTITUTION SCORE
INT MODIFIER — INTELLIGENCE SCORE
WIS MODIFIER — WISDOM SCORE
CHA MODIFIER — CHARISMA SCORE

Armor Class

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM
UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L
Shield + | HARDNESS | MAX HP | BT | CURRENT HP

Hit Points

MAX | CURRENT | TEMPORARY | DYING | WOUNDED
8+CON PER LEVEL
RESISTANCES AND IMMUNITIES
CONDITIONS

Saving Throws

FORTITUDE: CON | PROF | ITEM | T E M L
REFLEX: DEX | PROF | ITEM | T E M L
WILL: WIS | PROF | ITEM | T E M L
NOTES

Class DC

= DC BASE 10 | DEX | PROF | T E M L | ITEM

Perception

WIS | PROF | T E M L | ITEM
SENSES

SPEED FEET | MOVEMENT TYPES & NOTES

Melee Strikes

Weapon = STR | PROF | T E M L | ITEM
Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Weapon = STR | PROF | T E M L | ITEM
Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Weapon = STR | PROF | T E M L | ITEM
Damage: DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

Weapon = DEX | PROF | T E M L | ITEM
Damage: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Weapon = DEX | PROF | T E M L | ITEM
Damage: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Weapon = DEX | PROF | T E M L | ITEM
Damage: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Skills Stealth and 7 + INT

Skill	Ability	Prof	T E M L	Item	Armor
ACROBATICS	DEX	PROF		ITEM	-
ARCANA	INT	PROF		ITEM	
ATHLETICS	STR	PROF		ITEM	-
CRAFTING	INT	PROF		ITEM	
DECEPTION	CHA	PROF		ITEM	
DIPLOMACY	CHA	PROF		ITEM	
INTIMIDATION	CHA	PROF		ITEM	
LORE	INT	PROF		ITEM	
LORE	INT	PROF		ITEM	
MEDICINE	WIS	PROF		ITEM	
NATURE	WIS	PROF		ITEM	
OCCULTISM	INT	PROF		ITEM	
PERFORMANCE	CHA	PROF		ITEM	
RELIGION	WIS	PROF		ITEM	
SOCIETY	INT	PROF		ITEM	
STEALTH	DEX	PROF		ITEM	-
SURVIVAL	WIS	PROF		ITEM	
THIEVERY	DEX	PROF		ITEM	-

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | OTHER T E M L
rapier, sap, shortbow, shortsword

Languages

Ancestry Feats and Abilities

SPECIAL 1st

HERITAGE 1st

FEAT 1st

FEAT 5th

FEAT 9th

FEAT 13th

FEAT 17th

Skill Feats

BACKGROUND

1st	11th
2nd	12th
3rd	13th
4th	14th
5th	15th
6th	16th
7th	17th
8th	18th
9th	19th
10th	20th

General Feats

3rd

7th

11th

15th

19th

Class Feats and Abilities

Rogue's Racket ______
Sneak Attack Deal 1d6 precision damage to flat-footed creatures. Melee or thrown weapons must be agile or finesse to benefit. Increase the number of dice by one at 5th, 11th, and 17th levels.
Surprise Attack If you roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you. 1st

FEAT 1st

FEAT 2nd

Deny Advantage You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. 3rd

FEAT 4th

Weapon Tricks Gain expert simple weapons, rapier, sap, shortbow, shortsword, and unarmed. Gain critical specialization against flat-footed creatures when using agile or finesse simple weapons or the listed weapons. 5th

FEAT 6th

Evasion Gain master Reflex. Successes on Reflex saves are critical successes.
Vigilant Senses Gain master Perception.
Weapon Specialization +2 damage if expert, +3 master, +4 legendary. 7th

FEAT 8th

Debilitating Strike
Great Fortitude Gain expert Fortitude. 9th

FEAT 10th

Rogue Expertise Gain expert class DC. 11th

FEAT 12th

Improved Evasion Gain legendary Reflex. Turn critical failures on Reflex saves to failures. Take half damage when you fail a Reflex save against damage.
Incredible Senses Gain legendary Perception.
Light Armor Expertise Gain expert light armor and unarmored defense.
Master Tricks Gain master simple weapons, rapier, sap, shortbow, shortsword, and unarmed. 13th

FEAT 14th

Double Debilitation Apply two debilitations with Debilitating Strike.
Greater Weapon Specialization +4 damage if expert, +6 master, +8 legendary. 15th

FEAT 16th

Slippery Mind Gain master Will. Successes on Will are critical successes. 17th

FEAT 18th

Light Armor Mastery Gain master light armor and unarmored defense.
Master Strike 19th

FEAT 20th

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

NAME	ACTIONS	TRAITS	PAGE

DESCRIPTION

Free Actions and Reactions

Debilitating Strike ⟲ **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** Until the end of your next turn, the target either takes a –10-foot status penalty to its Speeds or is enfeebled 1. ☐ **9th**

Master Strike ⟲ **Trigger** Your Strike hits a flat-footed creature and deals damage. **Effect** The target attempts a Fortitude save against your class DC, then is temporarily immune for 1 day: **Critical Success** Unaffected, **Success** Enfeebled 2 until the end of your next turn; **Failure** Paralyzed 4 rounds; **Critical Failure** Paralyzed 4 rounds, knocked unconscious 2 hours, or killed. ☐ **19th**

NAME	☐ FREE ACTION ☐ REACTION	TRAITS	PAGE

TRIGGER

DESCRIPTION

PATHFINDER CHARACTER SHEET

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

CHARACTER NAME
SORCERER
ANCESTRY AND HERITAGE
BACKGROUND
PLAYER NAME
SIZE
ALIGNMENT
EXPERIENCE POINTS (XP)
DEITY

LEVEL
HERO POINTS

ABILITY SCORES

Modifier		Score
STR MODIFIER	STRENGTH SCORE	
DEX MODIFIER	DEXTERITY SCORE	
CON MODIFIER	CONSTITUTION SCORE	
INT MODIFIER	INTELLIGENCE SCORE	
WIS MODIFIER	WISDOM SCORE	
CHA MODIFIER	CHARISMA SCORE	

SPELL DC

= DC BASE 10 | CHA | PROF | T E M L

ARMOR CLASS

AC = DC BASE 10 | DEX | CAP | OR | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

SAVING THROWS

FORTITUDE | REFLEX | WILL

CON | PROF | ITEM | T E M L

DEX | PROF | ITEM | T E M L

WIS | PROF | ITEM | T E M L

NOTES

HIT POINTS

MAX | CURRENT | TEMPORARY

DYING | WOUNDED

6+CON PER LEVEL

RESISTANCES AND IMMUNITIES

CONDITIONS

PERCEPTION

WIS | PROF | T E M L | ITEM

SENSES

SPEED

FEET | MOVEMENT TYPES & NOTES

MELEE STRIKES

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM

DAMAGE: DICE | STR | B P S | W SPEC | OTHER | TRAITS

RANGED STRIKES

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM

DAMAGE: DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

SPELL ATTACK

= CHA | PROF | T E M L

SPELL	DAMAGE

WEAPON PROFICIENCIES

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L | OTHER T E M L

SKILLS Bloodline Skill and 2 + INT

Skill	=	Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	=	DEX	PROF	T E M L	ITEM	ARMOR -
ARCANA	=	INT	PROF	T E M L	ITEM	
ATHLETICS	=	STR	PROF	T E M L	ITEM	ARMOR -
CRAFTING	=	INT	PROF	T E M L	ITEM	
DECEPTION	=	CHA	PROF	T E M L	ITEM	
DIPLOMACY	=	CHA	PROF	T E M L	ITEM	
INTIMIDATION	=	CHA	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
LORE	=	INT	PROF	T E M L	ITEM	
MEDICINE	=	WIS	PROF	T E M L	ITEM	
NATURE	=	WIS	PROF	T E M L	ITEM	
OCCULTISM	=	INT	PROF	T E M L	ITEM	
PERFORMANCE	=	CHA	PROF	T E M L	ITEM	
RELIGION	=	WIS	PROF	T E M L	ITEM	
SOCIETY	=	INT	PROF	T E M L	ITEM	
STEALTH	=	DEX	PROF	T E M L	ITEM	ARMOR -
SURVIVAL	=	WIS	PROF	T E M L	ITEM	
THIEVERY	=	DEX	PROF	T E M L	ITEM	ARMOR -

LANGUAGES

Ancestry Feats and Abilities

	SPECIAL 1st
	HERITAGE 1st
	FEAT 1st
	FEAT 5th
	FEAT 9th
	FEAT 13th
	FEAT 17th

Skill Feats

	BACKGROUND
	2nd
	4th
	6th
	8th
	10th
	12th
	14th
	16th
	18th
	20th

General Feats

	3rd
	7th
	11th
	15th
	19th

Actions and Activities

NAME | ACTIONS | TRAITS | PAGE

DESCRIPTION

Class Feats and Abilities

Spells	Feature	Level
SPELLS 5 cantrips, 3 1st	**Bloodline** Determines tradition, bloodline skills, granted spells, bloodline spells, and blood magic. **Spell Repertoire** You know two 1st-level spells and four cantrips, plus one of each from your bloodline. When you gain a new level of spells, gain your bloodline spell and choose any other spells you gain.	1st
+1 1st		FEAT 2nd
3 2nd	**Signature Spells** Choose one spell of each level to be a signature spell you can cast with a higher or lower spell slot.	3rd
+1 2nd		FEAT 4th
3 3rd	**Magical Fortitude** Gain expert Fortitude.	5th
+1 3rd		FEAT 6th
3 4th	**Expert Spellcaster** Gain expert spell attack rolls and spell DC.	7th
+1 4th		FEAT 8th
3 5th	**Lightning Reflexes** Gain expert Reflex.	9th
+1 5th		FEAT 10th
3 6th	**Alertness** Gain expert Perception. **Simple Weapon Expertise** Gain expert simple and unarmed.	11th
+1 6th		FEAT 12th
3 7th	**Defensive Robes** Gain expert unarmored defense. **Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.	13th
+1 7th		FEAT 14th
3 8th	**Master Spellcaster** Gain master spell attack rolls and spell DC.	15th
+1 8th		FEAT 16th
3 9th	**Resolve** Gain master Will. Successes on Will saves are critical successes.	17th
+1 9th		FEAT 18th
1 10th	**Bloodline Paragon** Gain a 10th-level spell slot. **Legendary Spellcaster** Gain legendary spell attack rolls and spell DC.	19th
		FEAT 20th

Bloodline

BLOODLINE | Tradition ______________________________

BLOOD MAGIC

Free Actions and Reactions

NAME | FREE ACTION / REACTION | TRAITS | PAGE

TRIGGER

DESCRIPTION

NAME | FREE ACTION / REACTION | TRAITS | PAGE

TRIGGER

DESCRIPTION

NAME | FREE ACTION / REACTION | TRAITS | PAGE

TRIGGER

DESCRIPTION

NAME | FREE ACTION / REACTION | TRAITS | PAGE

TRIGGER

DESCRIPTION

Pathfinder Character Sheet

PROFICIENCY
Untrained +0
Trained 2+Level
Expert 4+Level
Master 6+Level
Legendary 8+Level

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

Character Name
Player Name
Experience Points (XP)

Wizard

Ancestry and Heritage
Background
Size
Alignment
Deity

Level
Hero Points

Ability Scores

Modifier	Score
STR MODIFIER	STRENGTH SCORE
DEX MODIFIER	DEXTERITY SCORE
CON MODIFIER	CONSTITUTION SCORE
INT MODIFIER	INTELLIGENCE SCORE
WIS MODIFIER	WISDOM SCORE
CHA MODIFIER	CHARISMA SCORE

Armor Class

AC = DC BASE 10 | DEX OR CAP | PROF | T E M L | ITEM

UNARMORED T E M L | LIGHT T E M L | MEDIUM T E M L | HEAVY T E M L

Shield + | HARDNESS | MAX HP | BT | CURRENT HP

Hit Points

MAX | CURRENT | TEMPORARY
DYING | WOUNDED
6+ CON PER LEVEL
RESISTANCES AND IMMUNITIES
CONDITIONS

Saving Throws

FORTITUDE	REFLEX	WILL
CON, PROF	DEX, PROF	WIS, PROF
ITEM, T E M L	ITEM, T E M L	ITEM, T E M L

NOTES

Spell DC

= DC BASE 10 | INT | PROF | T E M L

Perception

WIS | PROF | T E M L | ITEM
SENSES

Speed

FEET
MOVEMENT TYPES & NOTES

Melee Strikes

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

WEAPON = STR | PROF | T E M L | ITEM
DAMAGE
DICE | STR | B P S | W SPEC | OTHER | TRAITS

Ranged Strikes

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

WEAPON = DEX | PROF | T E M L | ITEM
DAMAGE
DICE | SPECIAL | B P S | W SPEC | OTHER | TRAITS

Spell Attack

= INT | PROF | T E M L

SPELL	DAMAGE

Weapon Proficiencies

SIMPLE T E M L | MARTIAL T E M L | UNARMED T E M L | SPELL T E M L | OTHER T E M L

club, crossbow, dagger, heavy crossbow, staff

Skills Arcana and 2 + Int

Skill	Ability	PROF	T E M L	ITEM	ARMOR
ACROBATICS	DEX				-
ARCANA	INT				
ATHLETICS	STR				-
CRAFTING	INT				
DECEPTION	CHA				
DIPLOMACY	CHA				
INTIMIDATION	CHA				
LORE	INT				
LORE	INT				
MEDICINE	WIS				
NATURE	WIS				
OCCULTISM	INT				
PERFORMANCE	CHA				
RELIGION	WIS				
SOCIETY	INT				
STEALTH	DEX				-
SURVIVAL	WIS				
THIEVERY	DEX				-

Languages

Ancestry Feats and Abilities

SPECIAL 1st
HERITAGE 1st
FEAT 1st
FEAT 5th
FEAT 9th
FEAT 13th
FEAT 17th

Skill Feats

BACKGROUND
2nd
4th
6th
8th
10th
12th
14th
16th
18th
20th

General Feats

3rd
7th
11th
15th
19th

Class Feats and Abilities

Spells	Feature	Level
SPELLS 5 cantrips, 2 1st	**Arcane Bond** **Arcane School** Gain an extra slot for each level you can cast, which can hold only a spell of your school. Gain school spells. **School** ______ ☐ **Universalist Feat** ______ **Arcane Spellcasting** Spellbook contains 10 arcane cantrips and 5 1st-level arcane spells. When you level up, add 2 spells of any level you can cast. **Arcane Thesis** ______	1st
+1 1st		FEAT 2nd
2 2nd		3rd
+1 2nd		FEAT 4th
2 3rd	**Lightning Reflexes** Gain expert Reflex.	5th
+1 3rd		FEAT 6th
2 4th	**Expert Spellcaster** Gain expert proficiency in arcane spell attack rolls and spell DC.	7th
+1 4th		FEAT 8th
2 5th	**Magical Fortitude** Gain expert Fortitude.	9th
+1 5th		FEAT 10th
2 6th	**Alertness** Gain expert Perception. **Wizard Weapon Expertise** Gain expert club, crossbow, dagger, heavy crossbow, and unarmed staff.	11th
+1 6th		FEAT 12th
2 7th	**Defensive Robes** Gain expert unarmored defense. **Weapon Specialization** +2 damage if expert, +3 master, +4 legendary.	13th
+1 7th		FEAT 14th
2 8th	**Master Spellcaster** Gain master arcane spell attack rolls and spell DC.	15th
+1 8th		FEAT 16th
2 9th	**Resolve** Gain master Will. Successes on Will saves are critical successes.	17th
+1 9th		FEAT 18th
1 10th	**Archwizard's Spellcraft** Gain a 10th-level spell slot. **Legendary Spellcaster** Gain legendary arcane spell attack rolls and spell DC.	19th
–		FEAT 20th

Actions and Activities

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

NAME	ACTIONS	TRAITS	PAGE
DESCRIPTION			

Free Actions and Reactions

Drain Bonded Item ◇ **Frequency** once per day; **Requirements** You haven't acted yet on your turn.
Effect This turn, you can cast one spell you prepared today and already cast, without spending a spell slot.

☐ **Universalist** You can use this once per day for each level.

NAME ☐ FREE ACTION ☐ REACTION TRAITS PAGE
TRIGGER
DESCRIPTION

NAME ☐ FREE ACTION ☐ REACTION TRAITS PAGE
TRIGGER
DESCRIPTION

NAME ☐ FREE ACTION ☐ REACTION TRAITS PAGE
TRIGGER
DESCRIPTION

BASIC ACTIONS

Aid ⤾ DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).
Crawl ◆ (move) Move 5 feet while prone.
Delay ◇ Select this when your turn begins; take your turn later.
Drop Prone ◆ (move) Fall prone.
Escape ◆ (attack) Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.
Interact ◆ (manipulate) Grab an object, open a door, draw an item, or do a similar action.
Leap ◆ (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.
Ready ◆◆ (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.
Release ◇ (manipulate) Release something you're holding without triggering reactions.
Seek ◆ (concentrate, secret) Scan an area for signs of creatures or objects using Perception.
Sense Motive ◆ (concentrate, secret) See if a creature is lying.
Stand ◆ (move) You stand up from prone.
Step ◆ (move) Move 5 feet without triggering reactions.
Stride ◆ (move) Move up to your Speed.
Strike ◆ (attack) Attack with a weapon or unarmed attack.
Take Cover ◆ Gain cover, or get greater cover if you have cover.

SPECIALTY BASIC ACTIONS

Arrest a Fall ⤾ Use Acrobatics to slow your fall while flying.
Avert Gaze ◆ Get a +2 circumstance bonus against visual abilities.
Burrow ◆ (move) Move up to your burrow Speed.
Fly ◆ (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.
Grab an Edge ⤾ (manipulate) Try to catch something to stop a fall.
Mount ◆ (move) Get on an allied animal bigger than you to ride it.
Point Out ◆ (auditory, manipulate, visual) Reveal unobserved creature.
Raise a Shield ◆ Put up a shield to get its bonus to AC.

HERO POINTS

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.
Spend all your Hero Points to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or decrease it.

SKILL ACTIONS

E Exploration action, **D** Downtime action

Acrobatics (Dex, *Core* 240) Balance ◆, Tumble Through ◆
Trained Maneuver in Flight ◆, Squeeze[E]
Arcana (Int, *Core* 241) Recall Knowledge ◆ (*Core* 238)
Trained Borrow an Arcane Spell[E], Decipher Writing[E] (*Core* 234), Identify Magic[E] (*Core* 238), Learn a Spell[E] (*Core* 238)
Athletics (Str, *Core* 241) Climb ◆, Force Open ◆, Grapple ◆, High Jump ◆◆, Long Jump ◆◆, Shove ◆, Swim ◆, Trip ◆
Trained Disarm ◆
Crafting (Int, *Core* 243) Recall Knowledge ◆ (*Core* 238), Repair[E]
Trained Craft[D], Earn Income[D] (*Core* 236), Identify Alchemy[E]
Deception (Cha, *Core* 245) Create a Diversion ◆, Impersonate[E], Lie
Trained Feint ◆
Diplomacy (Cha, *Core* 246) Gather Information[E], Make an Impression[E], Request ◆
Intimidation (Cha, *Core* 247) Coerce[E], Demoralize ◆
Lore (Int, *Core* 247) Recall Knowledge ◆ (*Core* 238)
Trained Earn Income[D] (*Core* 236)
Medicine (Wis, *Core* 248) Administer First Aid ◆◆, Recall Knowledge ◆ (*Core* 238)
Trained Treat Disease[D], Treat Poison ◆, Treat Wounds[E]
Nature (Wis, *Core* 249) Command an Animal ◆, Recall Knowledge ◆ (*Core* 238)
Trained Identify Magic[E] (*Core* 238), Learn a Spell[E] (*Core* 238)
Occultism (Int, *Core* 249) Recall Knowledge ◆ (*Core* 238)
Trained Decipher Writing[E] (*Core* 234), Identify Magic[E] (*Core* 238), Learn a Spell[E] (*Core* 238)
Performance (Cha, *Core* 250) Perform ◆
Trained Earn Income[D] (*Core* 236)
Religion (Wis, *Core* 250) Recall Knowledge ◆ (*Core* 238)
Trained Decipher Writing[E] (*Core* 234), Identify Magic[E] (*Core* 238), Learn a Spell[E] (*Core* 238)
Society (Int, *Core* 250) Recall Knowledge ◆ (*Core* 238), Subsist[D] (*Core* 240)
Trained Create Forgery[D], Decipher Writing[E] (*Core* 234)
Stealth (Dex, *Core* 251) Conceal an Object ◆, Hide ◆, Sneak ◆
Survival (Wis, *Core* 252) Sense Direction[E], Subsist[D] (*Core* 240)
Trained Cover Tracks[E], Track[E]
Thievery (Dex, *Core* 253) Palm an Object ◆, Steal ◆
Trained Disable a Device ◆◆, Pick a Lock ◆◆

CONDITIONS

BLINDED All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a –4 status penalty to Perception checks.

CLUMSY Status penalty to Dex-based checks and DCs equal to your clumsy value.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a –2 status penalty to Perception checks for initiative and checks that involve sound but also other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

DRAINED Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

ENFEEBLED Status penalty to Str-based rolls and DCs equal to your enfeebled value.

FATIGUED Take a –1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

FRIGHTENED Status penalty to all checks and DCs equal to your frightened value. At the end of each of your turns, the value decreases by 1.

GRABBED You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

PERSISTENT DAMAGE Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check.

PRONE You're flat-footed with a –2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

RESTRAINED You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

SICKENED Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

STUPEFIED Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

DEATH AND DYING

KNOCKED OUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

DYING You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

RECOVERY CHECKS At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.
Success Your dying value is reduced by 1.
Failure Your dying value increases by 1.
Critical Failure Your dying value increases by 2.

UNCONSCIOUS You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

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